**IT Applications Unit 3, AOS 1, Online Communities**

Complete the following, from Chapter 2, **Online Communities**

**ONLINE COMMUNITIES**

**Types of online communities**

1. **Define an online community?**

An online community is an online space where groups of people share words and ideas using web-based technology.

**Social Networks and Communities**

1. **Describe the nature of a social networking site**

Social networking sites are websites that encourages members of its online community to interact with other members sharing ideas and interests. Users can set up an online profile describing their interests, stories, thoughts, photos and videos.

1. **List examples of these sites**

* Facebook
* Twitter
* MSN Messenger
* Google
* YouTube

1. **What is the primary purpose of social networking sites?**

As in the title, the primary purpose of social networking sites is to socialise with other members of the online community.

1. **Is there governance over these sites and do they add “new” content to the internet?**

**Personal Profile Sites**

1. **Describe the nature of personal profile sites**

Personal profile sites allow users to make a profile page where they are able to broadcast information about themselves, collaborate and socialise with friends and share links to sites of interest.

1. **As a social networking tool what does facebook enable users to do?**

Facebook enables users to broadcast their status, collaborate on events and knowledge and share likes to websites of interest.

1. **What type of tool is twitter?**

Twitter is a micro blogging tool that allows users to transmit 140 characters worth of observations and thoughts.

1. **What have been the strengths & weaknesses of twitter?**
2. **What do social networking tools, such as Flicker and YouTube allow users to do?**

Flicker and YouTube allow users to upload, share and view photos and videos.

**Issue:**

1. **How do social networking sites pose a legal and ethical minefield for employers?**

Employers are now using social networking sites to create fake accounts, known as ghosts, for the sole purpose of spying. For example, if a sports club is considering paying large amounts of money to promising player in the annual draft the club can use social networking sites to gain access to the player’s profile and pictures and searches for any sign of future headaches in the form of drug, sex or crime scandals.

**Professional or Work-based Communities**

1. **Describe the characteristics of professional or work-based communities**

Professional or work-based communities generally have a very clear purpose and have rules on how information can be shared. Specific areas such as an ‘off topic’ page are created to keep irrelevant ‘chit chat’ away from the serious discussion spaces.

1. **How does membership differ in these communities to social networking sites?**

Membership to these communities is often closed. This means that to a user will have to go through a membership or validation process to ensure that the membership is authentic.

1. **How does the content differ from social networking sites?**

Unlike social networking sites users do not hide behind an avatar, members are truthful about their line of work and who they work for.

**Project and interest based communities**

1. **List the characteristics of these communities**

* open to the public
* have free membership
* encourage the exchange of ideas

1. **List an example of an interest based community**

The most common interest based community is the club or association. Car clubs and motorcycle clubs are examples of interest based communities.

1. **Visit the project based community,** [**http://handmadehelpsout.blogspot.com/**](http://handmadehelpsout.blogspot.com/) **as an example of one of these sites**